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Results 1 - 10 of about 28,500 for satellite virtual augmented reality 2D 3D dimension position. (0.27 seconds)

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1. Navit with **Augmented Reality** - Navit's Wiki

Sep 8, 2009 ... Introduction **Augmented Reality** (AR) combines detailed real-world image data with **virtual** route information. ... route information requires 3 **dimensions**, a compass and **position** sensors are also used. ... The principal disparity is in the superimposition of a **2D** map perspective and **3D** camera image. ...
wiki.navit-project.org/index.php/Navit_with_**Augmented_Reality** - Cached

2. **3D** UI: Useful? Usable? or Desirable? | Artefact | User Experience ...

Sep 21, 2009 ... **2d** text instructional cues on the **3d** objects also help the ... but presumably their **position** in three-**dimensional** space conveys .... The latest engines are doing automatic placement of **3d** vegetation based on infra-red **satellite** images, ... Camera driven **Augmented reality**, the Wii, to Sony's Eye toy, ...
www.artefactgroup.com/blog/.../**3d**-ui-useful-usable-or-desirable/ - Cached

3. Development of a **virtual reality** GIS using stereo vision - Elsevier

Incorporation of **virtual reality** or **augmented reality** into GIS database is ... The GPS provides **position** information while the electronic compass supplies ... To simplify the geometric transformation for the **3D** to **2D** mapping, ... on-site images as well as extra information on spatial **dimension** and configuration. ...
linkinghub.elsevier.com/retrieve/pii/S0168169908000446 - Similar
by TT Lin - 2008 - Cited by 1 - Related articles

4. Metaverse Roadmap Overview - pg 2

In 2016, what percentage of global **3D virtual** world and game commerce will occur in ... Many of today's "netizens" use **2D** personal web

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pages and home pages in ... (body **position**), touch, scent and even taste, a form of immersive **virtual reality**. .... In **augmented reality**, Metaverse technologies enhance the external ...
metaverseroadmap.org/overview/02.html - Cached

5. Calibration, Registration, and Synchronization for High Precision ...

Given the **2D-3D** correspondence of the remaining landmarks, the **position** and ... 1 A plastic dummy leg is **augmented** with **virtual** soft tissue. .... Int'l Workshop **Augmented** Environments for Medical Imaging—MICCAI **Satellite** Workshop, pp. ... He is currently working toward the PhD degree on **augmented reality** in the ...
doi.ieeecomputersociety.org/10.1109/TVCG.2008.63 - Similar
by M Harders - 2009 - Cited by 4 - Related articles

6. **[PDF]** Steps Toward Accommodating Variable **Position** Tracking Accuracy in ...

File Format: PDF/Adobe Acrobat - View as HTML
Aug 4, 2001 ... For outdoor tracking, **satellite**-based global positioning system ... the notion of level-of-error filtering for **augmented reality**: com- .... explore different ways of presenting **2D** and **3D** map information .... the user's **position** be represented by a **virtual** belt-buckle that would ...
www.cs.columbia.edu/graphics/publications/AIMS01.pdf
by T Höllerer - Cited by 38 - Related articles - All 14 versions

7. Handheld **virtual** overlay system - US Patent 7557736 Description

Additionally, Delorme's XMAP 4.0 software can display in **2D** or **3D**; ... allows a userto quickly compare aerial or **satellite** imagery with topographic quad maps or ... A number of **Augmented Reality** (AR) systems have been developed in academia. ..... A standard k-means clustering approach in three **dimensions** is used to ...
www.patentstorm.us/patents/7557736/description.html

8. Modeling and video projection for **augmented virtual** environments ...

The method of claim 1, further comprising tracking the **position** and orientation ... global navigational **satellite** system receiver input, and inertial orientation .... The AVE system 100 can provide **virtual-reality augmented** by the fusion of dynamic ..... the **2D** video image prior to projection onto the **3D** model, ...
www.freepatentsonline.com/7583275.html
by U Neumann - 2009 - Related articles

9. **[DOC]** Visualizing Maya Cities

File Format: Microsoft Word - View as HTML

Feb 1, 2002 ... A mobile system for **2D** site map, **2D** artifact distribution, ... one to ten meters depending on hardware configuration and **satellite** visibility. ... The archaeologist can then command the agent to modify point **positions** in 3 **dimensions** and ... A Touring Machine: Prototyping **3D** Mobile **Augmented Reality** ...
www.funhousefilms.com/papers/Visualizing%20Maya%20Cities.doc - Similar
by T Sephton - Related articles - All 2 versions

10. DISTRIBUTED **AUGMENTED REALITY** FOR VISUALISING COLLABORATIVE ...

Augmented reality (AR) is a visualisation method in which **virtual** objects are ... the key **dimensions** of each crane including its carrier, main boom, jibs/ .... **satellite** orbital and clock errors, by placing a GPS receiver at a precisely ..... receiver and **3D** orientation sensor track the user's **position** and ...
www.springerlink.com/index/u238rl50xt043592.pdf - Similar
by A HAMMAD

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1. 3D UI: Useful? Usable? or Desirable? | Artefact | User Experience ...

Sep 21, 2009 ... 2d text instructional cues on the 3d objects also help the ... but presumably their position in three-dimensional space conveys .... The latest engines are doing automatic placement of 3d vegetation based on infra-red satellite images, ... Camera driven Augmented reality, the Wii, to Sony's Eye toy, ...
www.artefactgroup.com/blog/.../3d-ui-useful-usable-or-desirable/ - Cached

2. Navit with Augmented Reality - Navit's Wiki

Sep 8, 2009 ... Introduction Augmented Reality (AR) combines detailed real-world image data ... is represented by the augmented perception of the user. ... 3 dimensions, a compass and position sensors are also used. ... The principal disparity is in the superimposition of a 2D map perspective and 3D camera image. ...
wiki.navit-project.org/index.php/Navit_with_Augmented_Reality - Cached

3. [PS] A Touring Machine: Prototyping 3D Mobile Augmented Reality Systems ...

File Format: Adobe PostScript - View as HTML
promising fields of user interface research: virtual environ- ... tracked through a combination of satellite-based, differen- ... racy with which the user's 3D position and orientation is ..... the world: 2D windows for 3D augmented reality. In Proc. UIST ... A head-mounted three dimensional display. In Proc. ...
graphics.cs.columbia.edu/publications/iswc97.ps.gz
by S Feiner - Cited by 554 - Related articles - All 35 versions

4. Development of a virtual reality GIS using stereo vision - Elsevier

Incorporation of virtual reality or augmented reality into GIS database is potentially ... of objects from acquired images that gives the viewer the feeling of depth. ..... During navigation, the user's position vector α allows for the .... The user interface of the VRGIS showing both 2D

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panoramic image and **3D** ...
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5. [DOC] Visualizing Maya Cities

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Feb 1, 2002 ... A mobile system for **2D** site map, **2D** artifact distribution, and **user** ... to ten meters depending on hardware configuration and **satellite** visibility. .... The **user** can drag the current **user position** icon with the touch pad to the ... A Touring Machine: Prototyping **3D** Mobile **Augmented Reality** Systems ...
www.funhousefilms.com/papers/Visualizing%20Maya%20Cities.doc - Similar
by T Sephton - Related articles - All 2 versions

6. A touring machine: Prototyping **3D** mobile **augmented reality** systems ...

promising fields of **user** interface research: **virtual** ... **satellite**-based, differential GPS (Global **Position**- ..... the real **viewer**, since we are using an optical see-through display. .... Sutherland I. A head-mounted three **dimensional** display. ... on the world: **2D** windows for **3D augmented reality**. In: ...
www.springerlink.com/index/T553412326742258.pdf - Similar
by S Feiner - 1997 - Cited by 555 - Related articles

7. Handheld **virtual** overlay system - US Patent 7557736 Description

Additionally, Delorme's XMAP 4.0 software can display in **2D** or **3D**; ... Keyhole Corp. has a **3D viewer**/server system, but does not use orientation in its renderings. ... A number of **Augmented Reality** (AR) systems have been developed in academia. .... Ease of use at the end-**user** is accomplishedon a handheld device, ...
www.patentstorm.us/patents/7557736/description.html

8. Background - interactive **3d** modelling in outdoor **augmented reality** ...

Augmented reality is therefore made up of a combination of **virtual** and real environments, ... devices that track in three **dimensions** the **position** and orientation of the HMD (as ..... and navigation messages containing **satellite** information. ..... Based on existing direct manipulation work in **2D user** interfaces, ...
www.tinmith.net/wayne/thesis/piekarski-ch2-background.htm - Cached - Similar

9. Metaverse Roadmap Overview - pg 2

In 2016, the most popular global **3D** worlds (by **user** base) will allow the ... In 2016, what percentage of global **3D virtual** world and game commerce will occur ... (body **position**), touch, scent and even taste, a form of immersive **virtual reality**. .... In **augmented reality**, Metaverse technologies enhance the external ...
metaverseroadmap.org/overview/02.html - Cached

10. Calibration, Registration, and Synchronization for High Precision ...

These are necessary to maintain **user** immersion and avoid breaks in presence, ... Given the **2D-3D** correspondence of the remaining landmarks, the **position** and ... 1 A plastic dummy leg is **augmented** with **virtual** soft tissue. ..... He is currently working toward the PhD degree on **augmented reality** in the field of ...
doi.ieeecomputersociety.org/10.1109/TVCG.2008.63 - Similar
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1. 3D UI: Useful? Usable? or Desirable? | Artefact | User Experience ...

   Sep 21, 2009 ... 2d text instructional cues on the 3d objects also help the ... but presumably their position in three-dimensional space conveys .... The latest engines are doing automatic placement of 3d vegetation based on infra-red satellite images, ... Camera driven Augmented reality, the Wii, to Sony's Eye toy, ...
   www.artefactgroup.com/blog/.../3d-ui-useful-usable-or-desirable/ - Cached

2. NASA Ames Flight Deck Display Research Laboratory: Implementation

   This station contains a virtual reality (VR) cyber-glove with ... which is intended for investigating Augmented Reality/Virtual Reality applications and controller interfaces. ... primary satellite navigation (2008), initial air/ground trajectory ... 2D/3D Weather Display. Pilot-selectable 2-D and 3-D depictions of ...
   human-factors.arc.nasa.gov/ihh/cdti/capabilities.html - Cached - Similar

3. Background - interactive 3d modelling in outdoor augmented reality ...

   Augmented reality is therefore made up of a combination of virtual and real ..... devices that track in three dimensions the position and orientation of the HMD ..... The system is based on a constellation of 24 satellites that orbit the Earth, ... Based on existing direct manipulation work in 2D user interfaces, ...
   www.tinmith.net/wayne/thesis/piekarski-ch2-background.htm - Cached - Similar

4. Development of a Networked Robotic System for Disaster Mitigation

   satellite communication link, for surveillance tasks at a disaster site. ... Omnidirectional camera, Laser range sensor, Augmented reality. 1 Introduction .... S6: [robot] Move along the given trajectory based on the on-board odomeory .... teleoperation based only the virtual model in the 3D-map without any other ...
   www.springerlink.com/index/64733gh221p12406.pdf - Similar
   by K Nagatani - 2008 - Related articles

5. Augmenting the Science Centre and Museum Experience

   view of the real world with 2D images or 3D objects (Figure 1). Typically AR is viewed through a head-mounted or hand- ... their 3D position and rotation,

and analyse the unique pattern ... Figure 1: Example of **Augmented Reality** – a **virtual** planet ... participants place each planet **orbit** around the Sun. When all of ...
portal.acm.org/ft_gateway.cfm?id=988873&type=pdf - Similar
by E Woods - 2004 - Cited by 29 - Related articles

6. instantreality 1.0 - exhibition

At CeBIT 2009 Fraunhofer IGD presented **Augmented Reality** technology for ... table with a **satellite** image of Berlin on which a **3D** model of the Berlin Wall and .... **virtual** camera shows the rendered car moves in the same **position** as on the photo. ... The Interactive Planetarium takes you to a journey into the **orbit**, ...
www.instant**reality**.org/exhibition/ - Cached - Similar

7. **[PDF]** Augmenting the Science Centre and Museum Experience

File Format: PDF/Adobe Acrobat - View as HTML
their **3D position** and rotation, and analyse the unique pattern inside them to determine which AR component ... participants place each planet **orbit** around the Sun. When all of ..... **Virtual** media that have been used in these projects include **2D** ..... Mixed and **Augmented Reality** AND the Conference on **User** Interface ...
www.mindspacesolutions.com/.../ARinSCandMuseums03%20Out%20Web%2001.pdf
by E Woods - 2004 - Cited by 28 - Related articles

8. On The Net Resources in **Virtual Reality** - The Whole Thing

The VRML Architecture Group investigates **3D user** interfaces for use in **virtual** environments, ... Its various incarnations include **3D virtual reality** worlds, ... atmospheric data, molecular **orbit**, complex three-**dimensional** object] .... **Augmented Reality** in Syntim: Mixing **virtual** objects and real world ...
www.hitl.washington.edu/projects/knowledge.../meta.html - Cached - Similar

9. stereoscopy.com - **3D**-News: Archive

Oct 26, 2006 ... Both the Barco CADWall and I-Space **virtual reality** systems serve ..... SENSIO licensing rights to real time **2D** to **3D** conversion technology ...
www.stereoscopy.com/news/news-archive-10-2006.html - Cached

10. **[PDF]** Implicit **3D** Modeling and Tracking for Anywhere **Augmentation**

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correspondences between **2D** image features and their **3D** coordi- ... photographs in a **virtual reality** view of GIS data to assist a **user** in ... After the estimation of a **user's position** in the local coordinate sys- ..... tion, we let a **user** walk along a marked **trajectory** (the outer edge of a bike lane, cf. ...
ilab.cs.ucsb.edu/publications/Kim_VRST_2007.pdf - Similar
by S Kim - 2007 - Cited by 3 - Related articles

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Show options...

1. **3D** UI: Useful? Usable? or Desirable? | Artefact | User Experience ...

Sep 21, 2009 ... I'm going to call this **2d** 'Cards' UI and there is allot of it out there. ... perhaps they ignore the added **time** it takes for people to **position**, ... The third **dimension** for these cards is used to convey no additional .... **3d** objects in **real** environments. Camera driven **Augmented reality**, the Wii, ...
www.artefactgroup.com/blog/.../**3d**-ui-useful-usable-or-desirable/ - Cached

2. NASA Ames Flight Deck Display Research Laboratory: Implementation

This station contains a **virtual reality** (VR) cyber-glove with ... primary **satellite** navigation (2008), initial air/ground **trajectory** navigation (2008), ... Flight planning incorporates **real-time** interactive hazard detection of terrain by ... **2D/3D** Weather Display. Pilot-selectable 2-D and 3-D depictions of weather ...
human-factors.arc.nasa.gov/ihh/cdti/capabilities.html - Cached - Similar

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their **3D position** and rotation, and analyse the unique pattern inside them to determine which AR component they ... Figure 1: Example of **Augmented Reality** – a **virtual** planet ... participants place each planet **orbit** around the Sun. When all of .... of creating **real-time 3D** games. Three-**dimensional** modelling was ...
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by E Woods - 2004 - Cited by 29 - Related articles

4. Development of a Networked Robotic System for Disaster Mitigation

Omnidirectional camera, Laser range sensor, **Augmented reality**. .... The **time** delay and narrow bandwidth are major drawbacks in the **satellite**- ... trace of the **virtual** robot is sent to the **real** robot as its reference **trajectory**. .... ample of the **3D**-map obtained in the outdoor environment, and the **position** and ...
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   The results can be viewed either in **real time**, but they have also been ... At CeBIT 2009 Fraunhofer IGD presented **Augmented Reality** technology for ... was a table with a **satellite** image of Berlin on which a **3D** model of the Berlin .... **virtual** camera shows the rendered car moves in the same **position** as on the photo. ...
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6. interactive **3d** modelling in outdoor **augmented reality** worlds ...

   RTK **Real-Time** Kinematic (centimetre grade GPS technology) ..... surveyed **position** and reported GPS **position**, transmitting corrections for each **satellite** to ...
   www.tinmith.net/wayne/thesis/piekarski-thesis.htm - Cached

7. On The Net Resources in **Virtual Reality** - The Whole Thing

   Augmented Reality in Syntim: Mixing **virtual** objects and **real** world ..... [United States, educational design, **virtual** environments, **2D** Java animations, VRML] ..... [United States, data sonification and spatialization, **real-time 3D** sound] .... Chimerium' is the beginning of an interactive, three-**dimensional virtual** ...
   www.hitl.washington.edu/projects/knowledge.../meta.html - Cached - Similar

8. [PDF] Microsoft PowerPoint - proposal_presentation

   File Format: PDF/Adobe Acrobat - View as HTML
   virtual reality based interface for **real-time** parallel ... VR removes the tight, unnatural, two-**dimensional** ... Variation of WoW; user's silhouette merged with **2D**/**3D** graphics; e.g., ... Intelligent systems combining **satellite** navigation and .... Currently, the aircraft **trajectory** is provided through a separate ...
   www.anirudh.net/phd/proposal_presentation_handouts.pdf

9. [PDF] Implicit **3D** Modeling and Tracking for Anywhere **Augmentation**

   File Format: PDF/Adobe Acrobat - View as HTML
   Graphics and Realism—**Virtual Reality** I.4.8 [Image Processing and .... correspondences between **2D** image features and their **3D** coordi- ..... tion, we let a user walk along a marked **trajectory** (the outer edge of a bike lane, cf. ..... edge and texture information for **real-time** accurate **3d** camera tracking. ...
   ilab.cs.ucsb.edu/publications/Kim_VRST_2007.pdf - Similar
   by S Kim - 2007 - Cited by 3 - Related articles

10. stereoscopy.com - **3D**-News: Archive

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www.stereoscopy.com/news/news-archive-10-2006.html - Cached

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1. NASA Ames Flight Deck Display Research Laboratory: Implementation

   This station contains a **virtual reality** (VR) cyber-glove with vibro-tactile ... The FDDRL CSD supports both traditional **2D** and advanced **3D** visualization modes. ... primary **satellite** navigation (2008), initial air/ground **trajectory** ... Flight planning incorporates **real-time interactive** hazard detection of terrain by ...
   human-factors.arc.nasa.gov/ihh/cdti/capabilities.html - Cached - Similar

2. **3D** UI: Useful? Usable? or Desirable? | Artefact | User Experience ...

   Sep 21, 2009 ... One more: If you're building an **interactive 3d** thing don't ... but presumably their **position** in three-**dimensional** space conveys some additional meaning. I'm going to call this **2d** 'Cards' UI and there is allot of it out there. ..... **3d** objects in **real** environments. Camera driven **Augmented reality**, ...
   www.artefactgroup.com/blog/.../**3d**-ui-useful-usable-or-desirable/ - Cached

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4. A **3D** Visual Analysis Tool in Support of the SANDF's Growing Ground ...

   Dimensional Graphics and Realism—**Virtual Reality**; J.7 ... motivations behind doing **3D** instead of a **2D** visualisation ... be **augmented** with realness aspects such as high detail tex- ... consoles which require **real-time** simulation execution for ..... low the user to **interact** with the scene even when no **updates** ...
   portal.acm.org/ft_gateway.cfm?id=1294692&type=pdf - Similar
   by B Duvenhage - 2007 - Cited by 1 - Related articles - All 3 versions

5. **interactive 3d** modelling in outdoor **augmented reality** worlds ...

   RTK **Real-Time** Kinematic (centimetre grade GPS technology) ..... Faster **update** rates can perform smoother animation in **virtual** environments. ...
   www.tinmith.net/wayne/thesis/piekarski-thesis.htm - Cached

6. GRAIL: Abstracts

   The motion texture is a **time**-varying **2D** displacement map, which is applied to each layer. ..... **interactive** character posing, **trajectory** keyframing, **real-time**

motion ..... The technique is **interactive** and **updates** the model in **real time** as ..... objects for **virtual** and **augmented reality**, more realistic **3D** clip art, ...
grail.cs.washington.edu/pub/abstracts.html - Cached - Similar

7. [PDF] Implicit **3D** Modeling and Tracking for Anywhere **Augmentation**

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Graphics and Realism—**Virtual Reality** I.4.8 [Image Processing and. Computer Vision]: Scene Analysis ..... Thus, for the linear process model, the **time update** .... tion, we let a user walk along a marked **trajectory** (the outer edge ..... edge and texture information for **real-time** accurate **3d** camera tracking. ...
ilab.cs.ucsb.edu/publications/Kim_VRST_2007.pdf - Similar
by S Kim - 2007 - Cited by 3 - Related articles

8. A survey on **virtual reality**

were settled—formation technology of **real-time 3D** graphics, **interaction** ..... as the grid with **2D** texture to the surface of tex- ..... **3D** scenes in **virtual** environment and the **position** ..... ing graphic display of third **dimension, 3D** scenery ..... **time** with an application to **augmented reality**. In: Sixth IEEE ...
www.springerlink.com/index/3413X5245X280801.pdf - Similar
by Z QinPing - 2009

9. [PDF] 7 **Virtual Reality** in telemedicine

File Format: PDF/Adobe Acrobat - View as HTML
interact in a three-**dimensional** computer-generated environment. ... This is done through **real-time 3D** video vision using two color CCD ... induced by computer networks, to delays of seconds or more induced by multiple **satellite** ..... H. G. Hoffman, and S. Weghorst, **Virtual reality** and tactile **augmentation** in the ...
www.vepsy.com/communication/book1/1CHAPT_07.PDF - Similar
by R Giuseppe - 2001 - Related articles

10. CSA Newsletter, April, 2009: Using AutoCAD to Construct a 4D Block ...

By equipping a **3D virtual-reality** representation of the Erechtheion reconstruction with hyperlinks ... If the **time dimension** is added, it becomes a 4D database. ... The usual CAD manipulations like pan or **3D-orbit** are also available, ... Figure 3 shows a screenshot of the Erechtheion **interactive 3D** database in use. ...
csanet.org/newsletter/spring09/nls0901.html - Cached - Similar

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1. [PDF] Hand-Held Windows: Towards Effective 2D Interaction in Immersive ...

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up in a fixed position relative to the current position of .... surface of the virtual paddle, the real hand contacts the .... slower on the selection task when passive-haptic feedback ... hand-held windows were significantly faster for the tasks .... "Windows on the World: 2D Windows for 3D Augmented. Reality ...

www.icg.gwu.edu/Publications/vr99.pdf

by RWLJL Sibert - Cited by 64 - Related articles - All 25 versions

2. LNCS 4282 - Mobile Information Presentation Schemes for Supra ...

To provide real-time optical see-through augmented reality and to ... Virtual traffic sign to indicate the next position. a) Seen ... dimension of the visualization, i.e.: users are faster when they are provided with ... The 3D visualizations were significantly slower than the 1D and 2D visualiza- ...

www.springerlink.com/index/n654737568275088.pdf - Similar

by B Schwerdtfeger - 2006 - Related articles

3. Augmented reality visualization system for intravascular neurosurgery

The position and direction of a virtual camera ... display, real-time distortion correction of X-ray images, and 2D/3D registration. Each of these ele- ...

doi.wiley.com/.../(SICI)1097-0150(1998)3:5%3C239::AID-IGS3%3E3.3.CO;...

4. Multimodal selection techniques for dense and occluded 3D virtual ...

Keywords: Virtual reality; 3D interaction; Selection; Multimodal feedback ..... (2006) augmented a virtual hand and a 2D bubble cursor, ... For hand extension techniques, the added third dimension imposes both a physical and visual ..... Post hoc comparisons shows that Block 1 was significantly slower than Blocks 2 ...

linkinghub.elsevier.com/retrieve/pii/S1071581908001109 - Similar
by L Vanacken - 2009 - Cited by 3 - Related articles

5. [PDF] Guidelines for Developing 3D UIs

File Format: PDF/Adobe Acrobat - View as HTML
control the **position** and orientation of objects in three-**dimensional** space directly. ... **Augmented Reality** work where the **virtual** images need to align with **real** world features. ..... Overall, **2D** interaction is better/**faster** than "intelligent" **3D** user ... few people have analyzed why **3D** user interfaces are **slower**. ...
people.cs.vt.edu/~bowman/3dui.org/course_notes/.../guidelines.pdf

6. A Shared-Aperture Tracking Display for **Augmented Reality**

In immersive **virtual reality** (VR) applications, the computer renders all ..... in two **dimensions** in the **time** domain and then, by cal- ... marker's **3D position** in the **real** world and the corre- sponding **2D** coordinate on the ..... further reduced using a **real time** system and a **faster** computer, when multiple dual-de- ...
www.mitpressjournals.org/doi/abs/10.1162/105474603763835305 - Similar
by W Chinthammit - 2003 - Cited by 4 - Related articles - All 8 versions

7. **Real-Time 3D** Human Capture System for Mixed-**Reality** Art and ...

A **real-time** system for capturing humans in **3D** and placing them into a mixed ... As we can see, our new method is much **faster** than **3D** searching method. ..... **3D virtual** world, instead of constraining them within a limited **2D** screen. ..... His research work involves development of **augmented reality** and **virtual** ...
doi.ieeecomputersociety.org/10.1109/TVCG.2005.105 - Similar

8. Tangible Interfaces in **Virtual** Environments for Industrial Design

and the Eraser Pen, which allow the **real-time** modification of the .... in the third **dimension**, and then he/she draws the final curve. The ... generating **3D** curves from **2D** input devices [3] [8]. The use of two **dimensional** representations over a ..... Tape Drawing in **Virtual** and **Augmented Reality**, Proceedings of ...
portal.acm.org/ft_gateway.cfm?id=989908&type=pdf - Similar
by R De Amicis - 2004 - Cited by 3 - Related articles

9. **3D** Glossary | Bitmanagement - Interactive Web3D Software

Augmented Reality (AR) is the composition of computer generated **3D**-immatary with **real-time** video and includes both **virtual reality** and real-world elements. ...
www.bitmanagement.com/en/company/**3d**-glossary - Cached

10. [PDF] Interactive **Augmented Reality**

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augmented reality because it is not generated in **real-time**. ..... merges full three-**dimensional virtual** models into the image of the **real** scene. In ..... newer and **faster position** sensors are making this less of a problem. Systems that use ..... World: **2D** Windows for **3D Augmented Reality**," In Proceedings of ACM ...

www.se.rit.edu/~jrv/publications/VallinoThesis.pdf - Similar

by JR Vallino - 1998 - Cited by 55 - Related articles - All 10 versions

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Web Results 1 - 10 of about 2,920 for virtual augmented reality 2D 3D dimension position real-time faster slower static past. (0.15 seconds)

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1. [PDF] PHOTO-REALISTIC SCENE GENERATION FOR PC-BASED REAL-TIME OUTDOOR ...

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slower than conventional video frame refresh rates, which are. 25 Hz for PAL and 30 Hz for NTSC. Human eye is able to .... **virtual 3D** model of a wonder such as Hagia Sophia by using **augmented reality** techniques but it may not be enough to feel .... calculate the actual three-**dimensional position** of each foot. The ...

www.isprs.org/congresses/istanbul2004/comm5/papers/626.pdf

by E Yılmaza - Related articles - All 6 versions

2. [PDF] Guidelines for Developing 3D UIs

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Augmented Reality work where the **virtual** images need to align with **real** world ..... Overall, **2D** interaction is better/**faster** than "intelligent" **3D** user ...

people.cs.vt.edu/~bowman/3dui.org/course_notes/.../guidelines.pdf

3. A Shared-Aperture Tracking Display for Augmented Reality

In immersive **virtual reality** (VR) applications, the computer renders all objects in the visual scene. ..... the accurate **3D position** estimations were found, the ... **position** in the **real** world. Once the **2D position** of each ..... 4.2 **Static** Accuracy. We start by tracking in two **dimensions** in the **time** ...

www.mitpressjournals.org/doi/abs/10.1162/105474603763835305 - Similar

by W Chinthammit - 2003 - Cited by 4 - Related articles - All 8 versions

4. Multimodal selection techniques for dense and occluded 3D virtual ...

Keywords: **Virtual reality**; **3D** interaction; Selection; Multimodal feedback ..... (2006) **augmented** a **virtual** hand and a **2D** bubble cursor, ... For hand extension techniques, the added third **dimension** imposes both a physical and visual ..... The **position** of the start target was **static**, and

the goal target was ...
linkinghub.elsevier.com/retrieve/pii/S1071581908001109 - Similar
by L Vanacken - 2009 - Cited by 3 - Related articles

5. An **augmented reality** interface for visualizing and interacting ...

experience a **real-time** mixture of **3D** objects, **static** ... **virtual** in **position** and context in order to provide an ..... creating appropriate **2D** images that were used as part ..... ism and in the **past**, they have been used with success for educating purposes. .... changed **faster** instead of using the menu dialogues. ...
www.springerlink.com/index/V72612224J2P1106.pdf - Similar
by F Liarokapis - 2007 - Cited by 2 - Related articles

6. Vision-based Pose Computation: Robust and Accurate **Augmented** ...

Gaussian noise, then based on the fiducial **3D positions** and .... same **dimension**, and the measurement equation and ..... RA3 is fast (about 4 times **faster** than iEKF); robust ... iEKF is also fast enough for **real time** applications, though it is **slower** ... Tracking for **Augmented Reality**", 1998 IEEE **Virtual Reality** ...
doi.ieeecomputersociety.org/10.1109/IWAR.1999.803801 - Similar
by J Park - Cited by 48 - Related articles - All 7 versions

7. A Seven-**Dimensional** Approach to Graphics **2d**/**2D**

passes multimedia, **3D** computer animation, **virtual reality**, and the internet. ..... adjust the **position**, angle, or scale of objects, and to .... **Faster real.time** rendering usually ... and **static**. This audio form also encompasses inter- .... West, T. "Forward Into the **Past**: A Revival of Old Visual ...
portal.acm.org/ft_gateway.cfm?id=270875&type=pdf - Similar
by D Dowhal - 1997 - Cited by 3 - Related articles

8. **[PDF]** Mobile **Augmented Reality**

File Format: PDF/Adobe Acrobat - View as HTML
interactively and in **real time**, and aligns **virtual** objects with physical ones. At the ..... overlays (Furmanski et al., 2002), or indirectly via **2D** or **3D** maps that are ..... and computers in a collaborative **3D augmented reality**. .... variable **position** tracking accuracy in a mobile **augmented reality** system. ...
www.cs.ucsb.edu/~holl/pubs/hollerer-2004-tandf.pdf - Similar
by T Höllerer - 2004 - Cited by 15 - Related articles

9. **[PDF]** Manipulation of **3D** objects in the **Augmented Reality** using Mobile ...

File Format: PDF/Adobe Acrobat - View as HTML
mapping of three to only two **dimensions**. **Augmented Reality** is a concept known for a several .... The second one requires the system to react

to the user in **real time**3. **...** Additionally, the **virtual** objects need a **3D position** – so this is not fullfilled, **.....** the current cursor **position** in **3D** than on a **2D** plane. **...**
wwwlehre.dhbw-stuttgart.de/.../Manipulation_of_**3D**_objects_in_the_**Augmented_Reality**_using_Mobile_Devices-Diploma_Thesis-Rene_...
by R Neumann - Related articles - All 2 versions

10. interactive **3d** modelling in outdoor **augmented reality** worlds **...**

RTK **Real-Time** Kinematic (centimetre grade GPS technology) **.....** **Faster** update rates can perform smoother animation in **virtual** environments. **...**
www.tinmith.net/wayne/thesis/piekarski-thesis.htm - Cached

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1. Camera Motion Control from a Java 3D Environment: Virtual Studio ...

   Virtual studio techniques in 3D in real time have ... augmented reality viewing of exhibit objects. The virtual studio application is ... The 2d surface is synchronized with the real camera position. ... real dimensions as non-variable values, which helps .... [7] W.P Cockshot, et Alt, "Interactive 3D Studio for ...
   doi.ieeecomputersociety.org/10.1109/CW.2006.18
   by CA Mendoza

2. LNCS 2879 - Local 3D Reconstruction and Augmented Reality ...

   observe both 2D ultrasound (US) images and local 3D ultrasound volumes in- ... through an interactive, intuitive augmented reality user interface. ... dle position in real-time. However, successful ultrasound guided needle biopsies may .... trajectory. Precise needle calibration is essential to correctly augment ...
   www.springerlink.com/index/kwq5vy9wnqyg8dx0.pdf - Similar
   by A Khamene - Cited by 8 - Related articles

3. An experimental study on the role of 3D sound in augmented reality ...

   First, it combines the real and the virtual. Second, it is interactive in real-time. Third, it is registered in three dimensions. ..... The position and orientation of the wand are used to decide trajectory of ..... Windows on the world: 2d windows for 3d augmented reality, Proceedings of UIST '93 (1993) pp. ...
   linkinghub.elsevier.com/retrieve/pii/S0953543804000864 - Similar
   by Z Zhou - 2004 - Cited by 9 - Related articles - All 4 versions

4. Interaction Techniques for Navigation through and Manipulation of ...

   Augmented Reality, 3D interface, 2D interaction technique, Natural User ... the data is defined here as the dimension of the smallest ... tions of how we interact with the real world. By the time ... Augmented Reality (AR). A VR system positions the .... anatomy, and (3) a trajectory selection prop that allows ...
   portal.acm.org/ft_gateway.cfm?id=509737&type=pdf - Similar
   by D Aliakseyeu - 2002 - Cited by 34 - Related articles - All 13 versions

5. [PS] 12. Iwata, H., "Artificial **Reality** with Force-feedback ...

File Format: Adobe PostScript - View as HTML
there is a need for both **3D** and **2D** input devices in medical imaging .... In neurosurgery, a **trajectory** is defined as a three-**dimensional** path ... improve the efficiency of our algorithms to allow **real-time interactive** display of the data. .... between our three-**dimensional** interface and "**virtual reality**" surgical ...
research.microsoft.com/en-us/um/people/kenh/papers/MI94-2.ps

6. [PDF] **3D** Head Pose Recovery for **Interactive Virtual Reality** Avatars

File Format: PDF/Adobe Acrobat - Quick View
Keywords – **real-time** tracking, **3D** head, avatar, **virtual reality** ..... **augmented reality** technique by projecting in the **2D** live image the **3D** mesh ... The feedback from EFK is used to **update** the **3D**-model pose parameters, i.e. provides the **3D** ... The recovered **3D position** and orientation are propagated to the Head ...
www.discover.uottawa.ca/publications/files/IM3155A-final_version.pdf
by MD Cordea - Cited by 15 - Related articles - All 8 versions

7. Journal of NeuroEngineering and Rehabilitation | Full text | Motor ...

Proprietary software is used to allow the user to **interact** with **virtual** .... are based on **real-time** feedback of subject **position** and progression with the speed .... Weiss PL, Bialik P, Kizony R: **Virtual reality** provides leisure **time** ... Reiss T, Weghorst S: **Augmented reality** in the treatment of Parkinson's Disease. ...
www.jneuroengrehab.com/content/1/1/10 - Cached - Similar
by H Sveistrup - 2004 - Cited by 90 - Related articles

8. **Virtual Reality Augmentation** in Skull Base Surgery

Keywords: Three-**dimensional** image guidance, **virtual reality**, ... The common conception of **3D** image guidance today involves **2D**, triaxial images in which an entry and a target point as well as a **trajectory** between these points are defined., ... Intraoperative **real-time** imaging, using interventional CT or MRI, ...
www.ncbi.nlm.nih.gov/pmc/articles/PMC1502039/
by SK Rosahl - 2006 - Cited by 13 - Related articles

9. Dex-Ray: **Augmented Reality** Neurosurgical Navigation With A H ...

DEX-Ray provided accurate and **real-time** video-based **augmented reality** display. ... ABBREVIATIONS: **2D**, 2-**dimensional**; **3D**, 3-**dimensional**; CT, ... surgical site with **interactive 3D virtual** structures generated during the planning process. ..... with 2-dimensionaal navigation using orthogonal **trajectory** view planes. ...
journals.lww.com › Home › October 2009 - Volume 65 - Issue 4 -
by RA Kockro - 2009 - Related articles

10. Table of Contents

Three-**dimensional interaction** with a computer does not necessarily have to be difficult. ... between our three-**dimensional** interface and "**virtual reality**" surgical ... tracking could be **augmented** with "tracked objects in **real** space which ..... devices must be seamlessly integrated in a hybrid **2D** and **3D** interface. ...
www.cs.cmu.edu/~stage3/publications/94/.../paper.html - Cached - Similar

11. Book results for **virtual augmented reality 2D 3D dimension position real-time update interact(trajectory OR orbit)**

Virtual Reality Technology - by Grigore C Burdea, Philippe Coiffet - 472 pages

Medicine Meets Virtual Reality: Art Science ... - by James D Westwood - 430 pages

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1. Assistance for Telepresence by Stereovision-Based Augmented ...

mote scenes using **augmented reality** and **virtual reality** technologies. .... ator can observe the scene in three **dimensions**. A GUI ... **positions** in the images. When applied in **real time** to ... sions: the coarser level is **faster** to execute (therefore, it ... **slower** and is dedicated to the refinement of the **static** ...
www.mitpressjournals.org/doi/pdf/10.1162/105474602320935856 - Similar
by P Fuchs - 2002 - Cited by 8 - Related articles - All 5 versions

2. **Augmented Reality** - An Application for Architecture

Augmented reality (AR) works on the same principles as **virtual reality**. ... critical problem with present **augmented reality** systems is the lack of **real-time** ...
www.usc.edu/dept/architecture/mbs/thesis/anish/thesis_report.htm - Cached

3. [PDF] A Shared-Aperture Tracking Display for **Augmented Reality**

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In this case the precise registration of the **virtual** images relative to the **real** world is not important. However, in **Augmented Reality** (AR) applications, ...
www.hitl.washington.edu/publications//r-2003-3/r-2003-3.pdf
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4. An **augmented reality** interface for visualizing and interacting ...

experience a **real-time** mixture of 3D objects, **static** video, images, textual information and 3D ... **virtual** in **position** and context in order to provide an ...
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5. Vision-based Pose Computation: Robust and Accurate **Augmented** ...

6 RMS error for camera **position** with small **static** noise and dynamic noise .... RA3 is fast (about 4 times **faster** than iEKF); robust ... iEKF is also fast enough for **real time** applications, though it is **slower** than RA3; robust under sudden ... Tracking for **Augmented Reality**", 1998 IEEE **Virtual Reality** ...
doi.ieeecomputersociety.org/10.1109/IWAR.1999.803801 - Similar
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6. Dynamic Three-dimensional Information Visualization for ...

augmented reality environments. Statistical results showed that the ... a picture much **faster** than scanning and understanding texts. A ... showing a series of **static** images at a proper rate to evoke ... some **time** such that the judged final **position** is ahead of the ... These displays vary along many **dimensions**, ...
portal.acm.org/ft_gateway.cfm?id=1044616&type=pdf - Similar
by WY Lai - 2004 - Related articles

7. Robot programming using **augmented reality**: An interactive method ...

Virtual reality (VR) is an example of an offline method aimed at increasing .... and **position** of a camera relative to the entities in the **real** world scene ...
linkinghub.elsevier.com/retrieve/pii/S0736584508000665
by JWS Chong - 2009 - Cited by 1 - Related articles

8. **[PDF]** Dynamic Shared State Maintenance in Distributed **Virtual** and Mixed ...

File Format: PDF/Adobe Acrobat - View as HTML
2.2 **Virtual** Environments - Mixed, **Augmented** and **Virtual Reality** .... **dimensions**: space and **time** both playing a determinant role in the system architecture ...
odalab.ucf.edu/Publications/.../Hamza-Lup_Felix_G_200407_PhD.pdf
by FG HAMZA-LUP - 2004 - Cited by 1 - Related articles - All 7 versions

9. **[PDF]** Annotation at a Distance in **Augmented Reality**

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time while using a wearable outdoor **augmented reality** system. Novel uses .... users to create new **virtual** features at a distance from a **static** location. ...
ilab.cs.ucsb.edu/publications/WitherPhD.pdf
by J Wither - 2009 - Related articles

10. [PDF] Hacking Your Own **Virtual** and **Augmented Reality** Apps for Fun and Profit

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Developing **virtual reality** and **augmented reality** applications has traditionally been very ... I will present some examples that perform **real time** 3D ...

www.tinmith.net/papers/piekarski-linuxconf-2004.pdf

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1. Solutions | Bitmanagement - Interactive Web3D Software

Augmented Reality (AR) is the mixture of video and **3D**. ... **Virtual** communities in the digital **2D** range today can also be realized at Facebook or YouTube . ...
www.bitmanagement.com/en/solutions - Cached

2. Metaverse Roadmap Overview - pg 2

In 2016, what percentage of global **3D virtual** world and game commerce will occur in ... Many of today's "netizens" use **2D** personal web pages and home pages in MySpace, ... Later maps were updated with **satellite** and aircraft imagery, ... In **augmented reality**, Metaverse technologies enhance the external physical ...
metaverseroadmap.org/overview/02.html - Cached

3. **3D** UI: Useful? Usable? or Desirable? | Artefact | User Experience ...

Sep 21, 2009 ... **2d** text instructional cues on the **3d** objects also help the .... The third **dimension** for these cards is used to convey no .... The latest engines are doing automatic placement of **3d** vegetation based on infra-red **satellite** images, ... Camera driven **Augmented reality**, the Wii, to Sony's Eye toy, ...
www.artefactgroup.com/blog/.../**3d**-ui-useful-usable-or-desirable/ - Cached

4. Navit with **Augmented Reality** - Navit's Wiki

Sep 8, 2009 ... Introduction **Augmented Reality** (AR) combines detailed real-world image data with **virtual** route information. ... Since superimposing the **reality** view and the route information requires 3 **dimensions**, ... The principal disparity is in the superimposition of a **2D** map perspective and **3D** camera image. ...
wiki.navit-project.org/index.php/Navit_with_**Augmented_Reality** - Cached

5. Computers & Graphics : Meteorology meets computer graphics — a ...

3D weather in the **virtual** studio and in outdoor scenes with **augmented reality** ... **Augmented reality** can also lead to

additional insight and easy use of ... The **2D** presentation offers mainly clear and easy-to-perceive weather ... Within VISUAL, time is considered as an equally important fourth **dimension** of the data ...
linkinghub.elsevier.com/retrieve/pii/S0097849300000352 - Similar
by H Haase - 2000 - Cited by 11 - Related articles - All 3 versions

6. Calibration, Registration, and Synchronization for High Precision ...

Given the **2D-3D** correspondence of the remaining landmarks, the position and ... 1 A plastic dummy leg is **augmented** with **virtual** soft tissue. .... Int'l Workshop **Augmented** Environments for Medical Imaging—MICCAI **Satellite** Workshop, pp. ... He is currently working toward the PhD degree on **augmented reality** in the ...
doi.ieeecomputersociety.org/10.1109/TVCG.2008.63 - Similar
by M Harders - 2009 - Cited by 4 - Related articles

7. [PDF] Unifeye Print: The interactive blending of print with **3D**

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Augmented Reality describes the fusion of **3D** and real-life imagery, achieved via the ... extra **dimension** can be given by using **2D**-/**3D**-animations, movies, pictures as well as .... It combines classical print media with **virtual** content – such as .... In this case Unifeye Print is combined with a **satellite** atlas ...
www.metaio.com/fileadmin/.../White_paper_Unifye_Print.pdf - Similar

8. **Virtual Reality** - Technology Trends

Augmented reality (AR) is a technology that puts computer-generated objects on .... in three **dimensions** with any part of our planet, according to IST Results. ... taking advantage of improvements in pixel resolution in today's **satellite** data. .... combines distance measurements and **2D** pictures to make a **3D** model. ...
www.primidi.com/category/**virtual**-**reality** - Cached - Similar

9. [PDF] interactive **3d** modelling in outdoor **augmented reality** worlds

File Format: PDF/Adobe Acrobat - Quick View
Figure 1-2 Example of outdoor **augmented reality** with computer-generated furniture . .... Figure 4-1 AR view of **virtual** table placed in alignment with physical world table. ..... **2D**. Two **Dimensional** in XY. **3D**. Three **Dimensional** in XYZ ... GLONASS Russian Federation, Global Navigation **Satellite** System (Global'naya ...
www.tinmith.net/wayne/thesis/piekarski-ch0-start.pdf
by W Piekarski - Cited by 23 - Related articles - All 4 versions

10. Development of a Networked Robotic System for Disaster Mitigation

satellite communication link, for surveillance tasks at a disaster site. The robotic system ... A three-**dimensional** range sensor and an omnidirectional camera are ... Omnidirectional camera, Laser range sensor, **Augmented reality**. ..... teleoperation based only the **virtual** model in the **3D**-map without any other ...
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by K Nagatani - 2008 - Related articles

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